

REMARKS

Claims 1-29 are pending in this application. The Applicant has amended claims 1, 2-4, 6-9 and 11-29. Each of the foregoing amendments were made merely for the purpose of clarifying the scope of the claimed invention. Applicant submits that the application is in condition for allowance. Reconsideration and allowance in view of the following is respectfully requested.

A. Miscellaneous

The Examiner objected to the disclosure because of various informalities include therein. In response, the Applicant has amended the specification to correct each of the informalities identified. Accordingly, the objection is believed to be overcome and withdrawal of the objection is requested.

B. 35 U.S.C. 112

The Examiner has rejected claims 2-4 and 6-29 under 35 U.S.C. 112, second paragraph, as being indefinite. The Applicant has amended claims 2-4 and 6-29 to correct each of the indefiniteness instances indicated by the Examiner. Accordingly, the rejection under 35 U.S.C. 112, second paragraph, is believed to be overcome and withdrawal of the rejection is requested.

C. Rejection under 35 U.S.C. 102

Independent claim 1 and dependent claims 2, 4, 5, 12, 17, and 18 have been rejected under 35 U.S.C. 102 as being anticipated by Comas et al. (U.S. Pat. No. 5,738,583). This rejection is respectfully traversed.

Amended claim 1 now each recites, (i) communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line; (ii) analysis means for analyzing said information so sent on said station's side; and (iii) sending means for sending the players' side the results of the analysis from the station's side, wherein the results include coordinates for directing player's side to a destination. For example, Key words are provided as a key to find item ID cards to support side. The supporter side analyzes the key information in a manner to generate information

that is used to obtain coordinates for a destination that must be visited to further proceed with the game.

These claimed features of Applicant's invention are not shown or even suggested by Comas et al. Specifically, Comas et al. merely discloses a two way paging system for exchanging gaming information. The gaming information concerning the relative positions of graphic characterizations. Comas et al. fails to disclose sending results that include coordinate for directing player's side to a destination. Thus, Comas et al. fails to disclose or suggest all of the claimed elements recited in claim 1.

Furthermore, the deficiencies identified in Comas et al. above, are not remedied by Miyamoto et al. Miyamoto et al. merely discloses a gaming system that permits playing a game in three dimensions where players can manipulate various camera angles when playing the game. Miyamoto et al. fails to disclose sending results that include coordinate for directing player's side to a destination. Thus, the combination of Comas et al. and Miyamoto et al. fails to disclose or suggest, alone or in combination all of the claimed elements recited in claim 1.

Likewise, the Nishino et al. does not cure the deficiencies of either Comas et al. or Miyamoto et al. Nishino et al merely discloses a gaming system where responses must be provided within a set period of time when playing a game. Nishino et al. fails to disclose sending results that include coordinate for directing player's side to a destination. Thus, the combination of Comas et al. and Nishino et al. fails to disclose or suggest, alone or in combination all of the claimed elements recited in claim 1.

C. Rejection under 35 U.S.C. 103

Dependant claims 6, 7, 9, 10, 22, 27 and 28 have been rejected under 35 U.S.C. 103 as being obvious in view of Comas and Miyamoto et al. Dependant claims 3, 8, 11, 13-16, 19-21, 23-26 and 29 have been rejected under 35 U.S.C. 103 as being obvious in view of Comas and Nishino et al. These rejections are respectfully traversed.

Dependant claims 3, 6, 7-11, 13-16 19-29 depend on claim 1 and thus are not obvious for at least the reasons discussed above with respects to independent claim 1.

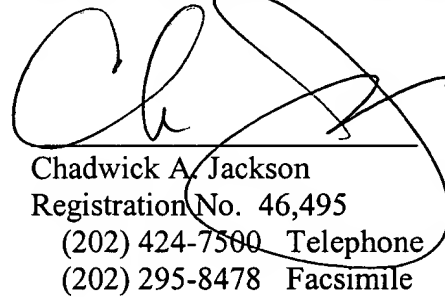
D. Conclusion

For the foregoing reasons, reconsideration and allowance of the pending claims is requested. If the Examiner has any questions about this Amendment and to facilitate prosecution, the Examiner is encouraged to call the undersigned attorney. The Commissioner is hereby authorized to charge any insufficient fees or credit any overpayment associated with this application to Deposit Account No. 19-5127 referencing 18920.0018.

Respectfully submitted,
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MARKED-UP VERSION OF AMENDMENTS MADE TO
SPECIFICATION AND CLAIMS

In the Specification:

Kindly delete page 1, lines 9-10.

Kindly replace deleted page 1, lines 9-10, as follows:

As a conventional example of this kind of game device, known is a game device which can be played by—connecting portable game devices with each other.

Kindly delete page 2, lines 14-26.

Kindly replace deleted page 2, lines 14-26 as follows:

An invention according to Claim 2 provides a game device comprising communication means for sending a parameter that is to be needed for the process of game from the players' side to the station's side through the communication line, analysis means for analyzing a parameter so sent by the station's side, and sending means for sending the results of analysis that can be a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

The invention provides a game device, wherein the players' side sends a parameter that is to be needed for the process of game to the station's side through the communication line, and a parameter so sent is analyzed by the station's side so as to send the results of analysis to the players' side, so that information that can be a hint as to the process of game can be received by the players' side, whereby the players' side can decide the action by inference based on said information.

Kindly delete page 3, lines 1-16.

Kindly replace deleted page 3, lines 1-16 as follows:

The invention provides a game device, wherein a different parameter corresponding to the respective game fields is sent from the players' side to the station's side, so that, for example, there is caused the difference in the offensive strength by increasing the number of points in accordance with different inputted information of a parameter, or the number of points that is to be scored varies according to analysis of a specific information or a strategy of the players' side.

Claim 4 of the present invention provides an invention as set forth in any of Claims 1 to 3, wherein parameter so sent from the players' side to the station's side, which is to be needed for the process of game, varies in accordance with such elements as time, weather and order.

The invention provides a game device, wherein a parameter so sent by the players' side varies in accordance with such elements as time, weather and order, for example, depending on whether it is fine or it rains, whether it is before or after 10:30 a.m. or whether it was sent first or fifth, a parameter varies, and there are cases where the players' side cannot receive a hint that was expected or there are cases to the contrary to thereby have much more fun playing game.

Kindly delete page 4, lines 18-26.

Kindly replace deleted page 4, lines 18-26 as follows:

Claim 8 of the present invention provides a game system as set forth in any of Claims 6 or 7, wherein a different parameter that is to be needed for process of game is sent from the players' side to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

The invention provides a game system, wherein a different parameter corresponding to the respective game fields is sent to the station's side, whereby information that can be a hint as to process of game varies in accordance with different information so inputted, so that different game can be played in the respective fields.

Kindly delete page 5, lines 3-8.

Kindly replace deleted page 5, lines 3-8 as follows:

The invention provides a game device, wherein a parameter so sent by the players' side varies in accordance with such elements as time, weather and order, for example, depending on whether it is fine or it rains, whether it is before or after 10:30 a.m. or whether it was sent first or fifth, a parameter varies, and there are cases where the players' side cannot take a hint that was expected or there are cases to the contrary to thereby have much more fun playing game.

In the Claims:

Please amend the claims as follows:

1. (Amended) A game device comprising:
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, and
analysis means for analyzing said information so sent on said station's side, and
sending means for sending the players' side the results of the analysis from the station's side, wherein the results include coordinates for directing player's side to a destination; and
the game can be developed through information interchange.
2. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side.
3. (Twice Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.
4. (Twice Amended) A game device as set forth in Claim 1, wherein [said] a parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order.
5. (Amended) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.
6. (Amended) A game system, wherein [said] a players' side sends information that is to be needed for the process of game to [said] a station's side through the communication line, and wherein said information so sent is analyzed by said station's side so as to send the results of the analysis [that can be] indicating a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

7. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. (Twice Amended) A game system as set forth in Claim 6, wherein said players' side sends different a parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Twice Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements [as] including time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

11. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; and

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

12. (Amended) A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with [such] elements [as] including time, weather and order.

13. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said different parameter so sent that is to be needed for the process of game changes in accordance with [such] elements [as] including time, weather and order.

14. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with [such] elements [as] including time, weather and order.

15. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

16. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side; said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

17. (Amended) A game device as set forth in Claim 1, wherein [said] a parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

18. (Amended) A game device as set forth in Claim 2, wherein [said] a parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

19. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, [said] a parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

20. (Amended) A game device as set forth in Claim 1, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with [such] elements including [as] time, weather and order; and said players' side consists of a plurality of teams or players.

21. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange.

23. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange.

24. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange.

25. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. (Amended) A game system as set forth in Claim 6, wherein a parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

29. (Amended) A game system as set forth in Claim 6, wherein said players' side sends a different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with [such] elements including [as] time, weather and order, so that the game can be developed through information interchange.; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.